The Thing (2002) Jumpchain V 1.0 by Atma-Stand/Wandering Shadow



Foreword

It's been three months since the United States government lost contact with the staff stationed at U.S. Outpost 31. While the cause of this loss of contact is unknown, the response wasn't. Two United States Arctic Marines squads were sent to investigate U.S. Outpost 31 and rescue any survivors, which is where you possibly come in. You, Jumper, can either be one of these Marines or a Colonel overseeing Search and Rescue Operations.

Now, I say possibly because there's also a possibility that you are not affiliated with the U.S. Government or any government for that. You see, neighboring U.S. Outpost 31 was a Norwegian outpost named Thule Station. They found something buried under the ice, A Thing from another world.

Whatever you are, please take these **+1000 Character Points or CP**. Just remember, Jumper, for the next ten years, be careful of who goes there.

Starting Locations

Roll a 1d12 for your starting location or pay -100 CP to choose it from the list below.

- **U.S. Outpost 31 –** A U.S. outpost located in Antarctica and originally operated by twelve men. Now, after three months, only the burned-out shells of the buildings remain… and something else.

- **Thule Station –** Norwegian Antarctic geophysical research station that Mac and Cooper investigated shortly after the death of the last two station members. While it is in an even worse state than Outpost 31, you get the feeling that this station is not as empty as it appears.

- **Norwegian Research Center –** This facility, which consisted of a Guard Tower, a rec room, a comms room, a mess hall, and dormitories, was roughly adjacent to Thule Station. The research center has been overrun as what appear to be large shapes move through the darkness of the night.

- **Norwegian Medical Center –** This Norwegian medical facility stores medical supplies, ammunition, and fuel. Not too long ago, an unknown individual fled to and then from this facility.

- **Pyron Hangar Station –** A large warehouse complex located near Thule station. The door to the main warehouse seems locked, and while it appears there could be another way in through the adjacent building, you can't help but hear strange noises from inside.

- **Pyron Sub Facility –** An underwater testing facility attached to Pyron Hangar Station owned and operated by Gen Inc. It is separated into an Alpha and Beta section and was used to perform tests on The Thing before it eventually escaped.

- **Gen Inc. Strata Medical Laboratory –** A covert and underground medical research base owned and operated by Gen Inc. While everything appears to be working here, you know very well that that will change soon.

- **Gen Inc. Transit Hangar –** A Gen Inc. transit hub whose warehouses were used to store and maintain aircraft for cargo transport. It looks like something has spooked the staff, as the security is much tighter than it usually would be.

- **Military Airstrip –** A military airstrip co-opted by Gen Inc. Consisting of four hangars, a runway, and a control tower, this facility is used for cargo aircraft to leave and enter the area with supplies.

- **Gen Inc. Weapons Research Facility –** A covert, underground weapons research facility owned and operated by Gen Inc. Notes found within indicate attempts at research to produce an Anti-Thing compound.

- **Excavation and Field-Testing Site –** Comprising of a large domed building and additional structures, this hastily made facility was built near the site of the Thing's UFO. Security here is incredibly tight, but you should be able to find a good deal of supplies if you know where to look.

- **FREE CHOICE –** You may freely choose which location you would like to start this Jump at.

Origins

The following section will review the origins available to you during this Jump. Understand that most origins are various specialized roles taken by members of the United States Artic Marines or Gen Inc. employees. That being said, it should be no surprise that one of these origins isn't what it seems. All origins will receive a 50% discount on their associated perks and items, with the 100 CP Perks/Items being FREE for those origins. However, you will not receive items for a specific origin, as there are more than enough things you can use here. You will, though, receive an additional set of perks and a unique follower to compensate for this.

You may choose your gender freely or maintain the same gender from your previous Jump. Your age will be determined by rolling a 1d20+18.

- **Engineer (FREE) –** Maintaining civilian and military equipment is essential to survival in this extreme environment. It was so important to you that you put in for specialized training, and you are now considered a specialist in on-the-field repair.

- **Soldier (FREE) –** Every unit, regardless of intent or composition, needs someone like you, Jumper. You're good with a gun and smart enough to know when and where to use it properly.

- **Medic (FREE) –** You are the kind of specialist other marines love to have around. Throughout your career as an Arctic Marine, you understood the importance of

maintaining your squad's health. As such, you took specialized training to be considered a medic.

- **Colonel (-400 CP) –** You've been at this for a long time, Jumper. While many of your fellows may have either left the service or maintained their current positions, you kept pushing until you eventually reached the status of a Commanding Officer. While you are not expected to be in the field, your voice carries authority and control.

- **A Thing (-1200 CP/-800 CP/-600 CP) –** This is undoubtedly terrifying. You see, Jumper, you're not human, nor are you a dog or any animal found in Antarctica. Hell! You're not even from this planet! You are a viral organism that rapidly assimilates and takes over any host it infects. While you can be contained in such extreme environments as Antarctica due to its isolation, should you ever reach a populated zone, the destruction you could cause is legion. That being said, I feel the need to discuss in what "state" you may appear in.
    - **For -1200 CP**, you will enter into the Jump as one of the already pre-assimilated squad members that Cpt. Blake would encounter during his time in the starting location you selected. A list of these members will be provided in the notes section. However, Colonel Whitley cannot be considered eligible for this option.
    - **For -800 CP**, you will enter into the Jump as one of the Walker-Thing variants. These Things appear as either a heavily deformed humanoid with bladed limbs, an insectile-like Thing that combines the physiological features of humans and dogs, or an animalistic quadruped. In this state, you must fully assimilate a human to blend in among the various survivors. However, you are rather difficult to kill, as only flame-based weapons can truly destroy you.
    - **For -600 CP**, you have the unfortunate luck of entering the Jump as a Scuttler. These Things are small creatures, usually formed from the heads of animals and humans. While they still can assimilate hosts and spread themselves, their small size and generally weak bodies allow non-infected individuals to easily kill them with standard small-arms fire alone. In this state, you must fully assimilate a human to blend in among the various survivors.

General Perks

- **U.S. Arctic Marine Training (FREE and Mandatory, Cannot be taken by A Thing) –** Most of the individuals found in Antarctica when this Jump began were United States Marine personnel. Due to the extreme nature of the Antarctic environment, you and, by extension, the people you will encounter during this jump will have not only received training in the U.S. Marines but also received additional training in how to survive in subzero environments.

- **Norwegian Tongue (FREE) –** One of the closest neighboring and friendly research sites in Antarctica is the Norwegian Thule Station. If something terrible were to happen, calling for help would be lifesaving. Hence, during your time off, you have taken to studying Norwegian. As a result, you are now fluent in the language to the point where you could be considered a natural speaker.

- **Bare Headed (-100 CP) –** Something that is unfortunately common in this universe is that many, if not all, of the personnel present in Antarctica are not wearing proper head protection. I don't mean helmets here. I mean items like hoods, face masks, goggles, or anything that protects from the cold temperatures present. Well, now you do not need to worry about that. When wearing any form of protective equipment, whether it be armor or clothing meant to protect the wearer from extreme temperatures, the protective nature of this equipment will be transferred to your uncovered head.

- **Two-Handed Control (-100 CP) –** During his mission in Antarctica, Blake displayed an almost ambidextrous ability to use a firearm in one hand and a tool in another. You seem to have replicated this skill, as you can safely use a firearm in your dominant hand and a tool such as a flashlight, fire extinguisher, flare, or even a grenade in the other. In addition, you'll find that recoil in your dominant hand is significantly mitigated. If you are ambidextrous, then this effect would apply to both hands.

- **Squad Management (-200 CP) –** One of the duties of a commanding officer is the ability to manage his squad in a way that benefits them the most. Now, I could say that you have an intuitive understanding of how to do this, but I'm offering you something different. With a thought, you can bring a small menu that displays portraits of all the members of your current squad. These portraits will also display additional information such as their current physical health, psychological health, ammunition, trust in you, and supplies. Through this menu, you can manage and monitor your squad's trust in you by providing them with equipment, weapons, and ammunition. You may also perform this action by performing actions that will ease their suspicions and grievances against you.

- **It's 40 Below (-200 CP) –** It would be an understatement to say that it is bitterly cold in Antarctica. An alien monstrosity is the least likely to kill you here. Instead, it would be exposure. When exposed to extreme cold, you will see a small blue bar in the left corner of your vision. This bar will deplete over time, and while it is filled, the effects of exposure will not harm you. This bar will refill when you are out of the cold, whether entering an enclosed structure or standing near a source of open heat. Should this bar be depleted, you will feel the harmful effects of this bitter cold.

- **Captain's Versatility (-400 CP) –** You're no ordinary Marine, that's for sure. Unlike many of your fellows, you have reached the rank of Captain, and during that time, you endeavored to undergo training as an additional specialist. In a basic sense, this would allow you to utilize the skillsets of other specializations. In a more meta sense, this will enable you to take two origins per Jump.

- **Assimilation Immunity (FREE for This Jump, -600 CP to Keep) –** One of the most unique discoveries made during the events of this rescue mission was the findings made by analyzing the blood of one Cpt. Blake. It was found that Blake's body had a natural immunity to The Thing's attempts at assimilating him, explaining how he could have multiple forms of direct exposure and not suffer from assimilation. You now share in this same immunity. However, it should be known that should you wish to take the effects of this perk with you beyond this Jump. You will need to pay quite the price. However, doing so will provide you with blanket immunity from biological assimilation attempts made by other organisms or viruses.

Engineer Perks

- **Simple Bypass (-100 CP, FREE for Engineer) –** In the early 1980s, computer security was a relatively new and untested field. Still, as an engineer, you understand how to perform simple bypasses. These bypasses allow you to hack into simple computer systems with minimal effort and time, granting access to files, cameras, and switches.

- **Basic Repair (-200 CP, Discount for Engineer) –** It's not easy to maintain facilities at the South Pole, but you seem to manage. In this environment, something always seems to break at the worst times, and you are usually the person for the job. Your training as an engineer allows you to repair simple systems, from fuse boxes to machines.

- **Where Did You Come From (-400 CP, Discount for Engineer) –** Knowledge is essential to maintaining order in high-stress situations. So, when a buddy of yours disappears for a few minutes and returns without a care in the world, you're right to be suspicious. In fact, from now on, when you become suspicious of the nature of those around you, you are almost always right about them.

- **Advanced Repair (-600 CP, Discount for Engineers) –** Remember how you were the right person for the job in the field of repair. You can quickly repair highly specialized and intricate mechanical devices within moments. You will also find that the devices that you repair seem to last longer than they would have before.

Soldier Perks

- **Keep It Together (-100 CP, Discount for Soldier) –** I will be upfront with you, Jumper. You're going to see some shit. Real body horror stuff, you know? For most people, that will cause no end of revulsion and terror, but not so much with you. Your training as a Soldier has provided you with a greater degree of mental fortitude and courage than your fellow squad mates. Because of this, it is much more difficult for you to panic when you come across horrific sights.

- **Tracking-Target (-200 CP, Discount for Soldier) –** In the middle of a firefight, it may be challenging to keep your sights on an enemy should they be moving fast enough. However, something has changed within you to get around this. You will now see a circular reticle around a target you are firing at. This reticle will change color depending on their health, and should they require a specialized means of destruction, like fire, a small symbol will appear, letting you know when to use such means.

- **Forcing Tests (-400 CP, Discount for Soldier) –** In situations such as these, you know that words don't mean shit. When forcing another individual to be at gunpoint, you can force them to take tests to prove their or to find the means to test themselves and take the tests anyway. You can never be too careful, after all.

- **Burning Bright (-600 CP, Discount for Soldier) –** The most significant issue with dealing with the various Things and their Imitations is that no matter how many bullets you put down range, you know that flame is the only way to destroy them truly. Flame and anything that uses flame takes on a unique property when you use it. From here on out, any form of flame weapon you use burns twice as hot and twice as long, ensuring that anything you do set aflame burns down to its very ashes.

Medic Perks

- **Basic Triage (-100 CP, Discount for Medic) –** You must have passed basic medical training to get here. With your training, you know how to treat injuries your fellow squad mates may sustain. If you have the supplies, you can treat the injuries as they physically are in a relatively fast amount of time with no loss of performance from the individual you are treating.

- **Hold Out (-200 CP, Discount for Medic) –** Many in your unit will think of you as one of the most important people to have around. Unfortunately, so do your enemies. Because of this, there is usually an incentive to eliminate you as fast as possible. That being said, you will find that when you receive a grievous injury, you will hold out twice as long as

others. If you can get hands-on medical supplies, it would be easy enough for you to patch your wounds.

- **Proof Of Trust (-400 CP, Discount Medic) –** Sometimes, a test isn't what you need to feel comfortable around others. Sometimes, you need them to perform what you are incapable of or unwilling to do. By sending them out to perform a task along the lines of such things as Search and Destroy, they can prove their trustworthiness to you. Don't worry about them trying to lie about their progress, as you will know whether they succeeded. In addition, you may also perform similar tasks to gain the trust of others.

- **No Dead Bodies (-600 CP, Discount for Medic) –** Do you remember how I said earlier that your training allowed you to treat wounds? Well, consider that to be upgraded. When you go to treat someone's wounds, you can help them based on a percentage, and more importantly, with enough, you may be able to heal them to the point of complete physical health despite the potentially grievous nature of their wounds.

Colonel Perks

- **Figure of Authority (-100 CP, FREE for Colonel) –** You've been at this while, Jumper. As a career member of the military, you have reached a point in your career where you have been given positions of power over various units and squads. As a result, you have an incredible grasp of giving subordinates orders and managing operations efficiently.

- **High Reception (-200 CP, Discount for Colonel) –** In the Antarctic, reception isn't always the best. This is especially so when bad storms roll through the areas where operations are performed. To most colonels, this would be an unavoidable issue. For you? No matter the weather conditions, you will always be able to communicate with your subordinates and, in turn, receive communication from them.

- **From The Chair (-400 CP, Discount for Colonel) –** As the Antarctic operation continued, Whitley could not be in two places simultaneously, and no other colonels were seen. This would imply that Whitley managed the operation himself before Cpt. Blake intervened. You seem to have picked up on that skill and can now command multiple units, facilities, and staff sites with little issue and without being directly involved.

- **Subject, You (-600 CP, Discount for Colonel) –** It was implied that Cmd. Whitley's interest in The Thing was from a desire to utilize its healing abilities to treat and cure an unknown yet terminal form of cancer. In this pursuit, Whitely injected himself with a denatured viral sample known as B4 Cloud. While he maintained himself for some time, he was eventually fully assimilated. This does not apply to you. When exposed to a virus,

parasite, or other form of organism that can assimilate and take over a host body, your body assimilates, allowing you to reap the benefits of its abilities without the costs.

A Thing Perks

- **A Thing From Another World (FREE/Mandatory for A Thing) –** You are a creature from another world. One whose biology allows you to act as a single, multi-cellular colony that can assimilate and replicate other organisms. This means that while your various cells and parts work together without thought, they will focus on self-survival once separated from your body. So, with that in mind, you have a multitude of abilities that make you a nightmarish threat to your enemies. **Please Note** that your status as A Thing will be considered an Alt-Form post Jump.
    - Because your various cells and body parts will prioritize their survival, as long as one piece of you remains, you can regenerate and keep living. This renders most conventional forms of attack useless and detrimental to your attackers, as the newly separated parts of yourself will defend themselves out of self-preservation.
    - You have an incredible degree of resistance to cold temperatures. You can remain frozen in ice for millennia and wake up without issue after only a few hours of thawing.
    - You can change your appearance based on the organisms you have previously assimilated, mixing and matching various body parts from disparate sources. This allows you to generate nightmarishly effective biological weapons from your body and use them to either attack or infect others.
    - You may assimilate other organisms by attacking, consuming, and growing them within your form or infecting them with small pieces of yourself, such as blood or saliva. This secondary method is admittedly slower, but it will work overtime.
        - Assimilation allows you to perfectly mimic an organism, granting access to its memories, personality, and habits. This includes their various strengths and, unfortunately, weaknesses. Should you happen to assimilate an individual with heart issues or terminal illnesses such as cancer, you may want to fix them before they create complications for you in the future.
        - However, you cannot assimilate non-organic items like fillings, piercings, implants, or Plant-Based lifeforms. In the case of non-organic items, the lack of any fillings, piercings, or implants may be used to determine whether or not you are who you say you are. Lastly, you cannot assimilate organisms that have been dead for an extended time. These can include, but are not limited to, burned remains like Fuchs or individuals who destroyed themselves with severe lacerations and exposure to the elements, like Nauls.

    - With all these strengths, you do have weaknesses. Weapons capable of causing mass cellular damage, such as flame-based weapons or acidic compounds, can quickly destroy you. There are also several known methods of determining whether you are a Thing. These methods include a blood test with a heated wire, checking for fillings or implants, or the newly developed Gen Inc. Hypo Gun.

- **Part of The Team (-100 CP, Discount for A Thing) –** Where did you come from, Jumper? In the cold and darkness of Antarctica, you can appear as a friendly face whose extra hands can be helpful in the fight for survival. As such, people are naturally inclined to take you with them. Build enough trust, and they will even provide you with essential items, like medical equipment and firearms.

- **Germinating Chaos (-100 CP, Discount for A Thing) –** There will always be one person in the group who will be suspicious, and it would be unfortunate if that person were you. You have a devious way of sowing distrust and paranoia among the various humans you may find yourself among. This can include using verbal statements, placing seemingly incriminating evidence, or performing actions that make others look worse in the light of suspicion.

- **Pieces of You (-200 CP, Discount for A Thing)** – Some of your Walker kin carry a specialized organ that can produce scuttlers upon their destruction. These lesser Things will swiftly leap out and attack as a last means of assimilation. You, too, can now manifest this organ and maintain it until either someone attempts to destroy you, or you need to infect another person without being directly involved.

- **Burst Out (-200 CP, Discount for A Thing) –** There's a relatively high chance that your disguise will eventually be uncovered, and in the ensuing chaos, you will need to drop that disguise. Usually, it would be slow, allowing humans enough time to flee or attack. Your rapid transformation will enable you to quickly manifest and utilize the full extent of your body's natural abilities.

- **Useful Scrap (-400 CP, Discount for A Thing) –** While never directly stated, it was shown that the Blair-Thing could craft at least the frame of spacecraft from scrapped materials at Outpost 31. You have access to this knowledge. With the right materials, you can easily replicate and fully finish the partially created craft that the Blair-Thing was building and any other form of technology in the original spacecraft.

- **Assimilating Rupture (-400 CP, Discount for A Thing) –** Without getting into the gory details, there will be times in which you will need to assimilate other organic material to defend yourself rapidly. In doing so, you will grow in size until you become what was

known as a Rupture. Ruptures are massively infected lifeforms that can practically fill whichever room they are in. This new state significantly increases your natural strength and resilience. It allows you to autonomously control flesh mountings or mounds that may produce a whip-like tentacle to assault your foes.

- **Beating The Test (-600 CP, Discount for A Thing) –** Colonel Whitely and Gen Inc. appeared to have become aware of The Thing in the three months between losing contact with Outpost 31 and deploying the Alpha and Bravo teams. They then developed a specialized hypo gun and other tests to see who's who. That usually would be a threat to your attempts at infiltration. So, you had to become clever and figure out ways to beat these tests. When in the presence or under threat of these tests, your mind will rapidly analyze your current surroundings and develop the most effective ways to not only pass the test but also to pass suspicion onto another non-infected individual.

- **Among The Clouds (-600 CP, Discount for A Thing) –** The Whitley-Thing had planned to release what was known as B4 Cloud across the continent upon his return. That was stopped, but in doing so, the Whitley Thing assumed a truly monstrous form with little organic material to do. You now share that ability, as you can manifest massive amounts of assimilated biomatter to grow yourself into a truly monstrous creature, one that is at least several stories in height in a very short amount of time. Imagine what you could do if you had pre-existing organic material to work with…

General Items

Please note that the items found in this Jump have been specially treated and manufactured to work without issue in frigid environments.

- **Winterized Uniform and Standard Kit (FREE, Cannot be taken by A Thing) –** The US Arctic Marines were typically issued with a specialized uniform that offered decent protection from cold exposure when operating within environments like the Arctic and the Antarctic. The appearance of this uniform will change depending on your specialization.
    - Engineers will be issued a dark blue coat with hood and gloves, an engineer's flat cap, green fatigues, and winterized boots.
    - Soldiers will be issued a dark blue coat, dark brown flak vest, standard US Infantry helmet, green fatigues, and winterized boots.
    - Medics will be issued a dark blue coat with hood and gloves, a beanie marked with the White and Red Medical Cross, green fatigues, and winterized boots.
    - If you take the "Captain's Versatility" perk, your uniform will be a blend of multiple styles.

    - Regardless of specialization, you will receive a new and winterized HK 53 and a two-tone Beretta 92FS. Each weapon comes with five additional magazines.

- **Flashlight (FREE) –** The MX-991/U Angled flashlight was the standard issue flashlight for the United States Armed Forces during this period, and you seemed to have found a well-maintained model. It can be clipped onto your clothing, allowing additional light while freeing your hands. Surprisingly, given the cold, the batteries hold up very well.

- **Blowtorch (-100 CP) –** A seemingly ordinary butane-handle torch standard in Antarctic regions. By itself, it is not all that special. However, it was one of the few weapons that could destroy the various Things you may encounter during your time here. Should you need to reload this device, you can easily swap out the spent canister from the bottom by unscrewing and screwing in a new one.

- **Flares (-100 CP) –** A pyrotechnic device that produces intense light and heat without producing a flame. While they do not last long, they can be used in place of a flashlight and produce enough heat to drive back the bitter cold of Antarctica for a time. While you will likely find more throughout your time here, you will begin with five flares on your person. You will be resupplied with five more in the morning.

- **Inventory Bag (-200 CP) –** Appearing like a standard U.S. Marine Backpack, this bag can contain many items, ranging from medical gear, ammunition and up to 8 weapons. The items within it can be easily removed from the pack without taking it off your back, seemingly placing the desired item into your hands as you reach behind you.

- **Sniper Rifle (-200 CP) –** It may be an unknown model, but you won't pass up a longer-ranged option, would you? This high-powered sniper has a six-round magazine and can drop most earth-based creatures with a single well-placed shot. However, it may have more uses beyond simply eliminating a threat.

- **Supply Caches Containers (-400 CP) –** Throughout the various locales of Antarctica, you will find a series of marked cabinets and boxes. These cabinets and boxes will contain either ammunition or medical supplies for your equipment. While never containing an infinite amount of anything, these caches usually appear just before a fierce and dangerous battle.

- **Tape Recorder (-400 CP) –** An audio recording device that uses magnetic tape to record audio data. By itself, it's not all that special. However, what happens after you use it makes it that way. When you successfully record audio on a cassette, this cassette can be

easily hidden away to be later found by those who would benefit from the information found on it.

- **Militarized Helicopter (-600 CP) –** During your time in Antarctica, you discovered something truly special: a modified Bell 206 Jetranger. This two-bladed, single-engine helicopter can fly even through the most dangerous storms and can be easily repaired with basic tools and scrap materials. It also comes with one additional feature. In the middle of the craft sits a mounted M60. While that's fun and all, the M60 doesn't seem to run out of ammunition or overheat. Perfect for raining firing down upon the largest of Things.

Engineer Items

- **Insulated Gloves (-100 CP, FREE for Engineer) –** In the Antarctic, you may be unable to access all the tools you would typically use for repairs. So, you may have to do things by hand. Now, touching a live wire in a fuse box probably isn't the smartest of ideas, but Uncle Sam thought of everything. You now possess a pair of insulated gloves that allow you to repair electrical devices without the risk of electrocuting yourself when doing so.

- **Fire Extinguisher (-200 CP, Discount for Engineer) –** Fire in this place is welcome until it isn't. Usually, this occurs when there's a runaway fire or, more importantly for you, an electrical fire. That is where this handy little fire extinguisher comes in. This fire extinguisher's chemicals seem to put out fires faster than they would otherwise.

- **Standard Grenade (-400 CP, Discount for Engineer) –** A standard issue fragmentation grenade used by both the United States and Norway. They are incredibly easy to throw, and you will begin with four grenades. At the start of each day, these grenades will replenish themselves.

- **Grenade Launcher (-600 CP, Discount for Engineer) –** A single shot, 40mm grenade launcher of a unique design. You can place any type of grenade into the barrel and fire it. When doing so, the grenade will be automatically primed for proper use and may travel a reasonable distance before detonating.

Soldier Items

- **Combat Shotgun (-100 CP, Discount for Soldier) –** You have been issued a newly designed semi-automatic shotgun. Firing 12g buckshot, this weapon can be devastating against human targets and can even gravely wound Things of multiple varying sizes. Just be aware that reloading may take longer than a standard magazine.

- **Incendiary Grenade (-200 CP, Discount for Soldier) –** You have, among your equipment, a set of four incendiary grenades. These are specialized grenades that spread a considerable amount of fire during detonation. Perfect for finishing off larger Thing variants. They will replenish at the beginning of each new day.

- **Blood Test Hypo (-400 CP, Discount for Soldier) –** Discovered among the ruins of the Norwegian outpost kennels, you have come into possession of a specialized hypo gun. When used on an individual, it draws blood and mixes it with a specialized compound. This compound does not react with standard earth-based blood. It does, however, react violently to blood taken from A Thing. This hypo is an excellent way of seeing who's who without needing to know much in the way of medical jargon. Post-Jump, this Hypo will produce a positive reaction when the blood of anything non-human is drawn into it.

- **Portable Flamethrower (-600 CP, Discount for Soldier) –** A military flamethrower commonly found throughout Antarctica. Light and easy to handle, it allows you to project a controllable stream of flame at your foes. Curiously, this weapon's fuel has been specially designed to produce flames for much longer than other flamethrowers of the time would permit.

Medic Items

- **Medical Kit (-100 CP, Discount for Medic) –** A medical kit common enough to be found in the various outposts and locations you are likely to visit. Containing a variety of tools and supplies used to treat injuries, the contents of this kit will remain sterile until you open the kit for use.

- **Stun Grenades (-200 CP, Discount for Medic) –** A specialized grenade recently adopted by the Arctic Marines. These grenades produce a large flash of light and deafening noise, confusing and disorientating enemies. Curiously, when encountering human foes, the effects of these grenades will force them to drop their weapons.

- **Stun Gun (-400 CP, Discount for Medic) –** Also known as a Taser, this device was designed as a self-defense tool. That being said, the 5,000 Volts this tool provides are enough to greatly stun and hurt larger Thing variants and even kill humans with limited exposure.

- **Medical Bag (-600 CP, Discount for Medic) –** A medical bag the United States Marines provided to you. This medical bag seems normal until you realize you can store as many

field-based medical supplies as you desire without feeling the combined weight of these supplies.

Colonel Items

- **Tranquilizer Rounds (-100 CP, Discount for Colonel) –** In your position, you may encounter individuals who, despite their potential threat, are more valuable alive than dead. That's where these come in. You now possess a magazine of specialized 9mm rounds that instantly drop human shots into a deep sleep, perfect for getting them to a testing room for study.

- **Clockwork Bomb (-200 CP, Discount for Colonel) –** While comical in the initial design, this medium-sized bomb has a nasty feature. This device can be seamlessly linked to other explosive devices in the range of a military base. So not only do you have a means of eliminating an annoying threat, but you also have a means of removing evidence and samples from recently defunct bases.

- **Research Station (-400 CP, Discount for Colonel) –** Graciously provided by your friends in corporate America, you now own a medical research base in the Antarctic. This base comes with the top-of-the-line equipment of the early 1980s and can lock segments of itself down to adhere to quarantine protocols more easily.

- **Excavation Site (-600 CP, Discount for Colonel) –** Originally found by the Norwegians and then Americans, this massive crater and surrounding complex contain the ship with which The Thing crashed to Earth. While the potential technological advances of this find cannot be stated enough, frozen samples of The Thing are also present within the ship. Perfect for advancing the field of medical science, right?

Companions

The following section will detail the various companions you can take with you during your time in the Antarctic. Upon purchase, each companion option will receive **+600 Choice Points** to use.

- **Charlie Team (-50 CP to -400 CP) –** So, Jumper, I see you want to go through this Jump with people you already trust. I've got you covered. For -50 CP per companion, you may import anywhere between One to Eight companions. Each companion will receive +600 CP for their purchases.

- **Engineer (-200 CP) –** Looking for someone to help you with more complicated bypasses and repairs? This engineer is your man. With this option, you may choose any engineer found in your starting location. This squad member will receive the following perks.
    - Perks
        - US Arctic Marine Training
        - Bareheaded
        - It's 40 Below
        - Simple Bypass
        - Basic Repair
        - Advanced Repair
    - Items
        - Winterized Uniform and Kit - Engineer Variant
        - Flashlight
        - Insulated Gloves
        - Grenades

- **Soldier (-200 CP) –** Looking for the ultimate buddy in a firefight? Look no further. With this option, you may choose any soldier that would be found in your starting location. This squad member will receive the following perks.
    - Perks
        - US Arctic Marine Training
        - Bareheaded
        - It's 40 Below
        - Keep It Together
        - Tracking Shot
        - Burning Bright
    - Items
        - Winterized Uniform and Kit - Soldier Variant
        - Flashlight
        - Combat Shotgun

- **Medic (-200 CP) –** Looking for a best friend when things go to hell? Just look at the sign of the cross! With this option, you may choose any medic that will be found in your starting location. This squad member will receive the following perks.
    - Perks
        - US Arctic Marine Training
        - Bareheaded
        - It's 40 Below
        - Basic Triage
        - Hold Out

        - No Dead Bodies
    - Items
        - Winterized Uniform and Kit - Medic Variant
        - Flashlight
        - Medical Kit
        - Medical Bag

- **Dr. Shaun Faraday (-400 CP) –** The Chief… or formerly, the Chief Medical Officer of the Gen Inc. Strata Medical Laboratory. He was present when the Norwegian infected overran the various outposts connected to the Strata. Unlike many scientists typically seen in these situations, Dr. Faraday is fully aware of the threat posed by The Thing and is more than willing to destroy every instance that he can find. He comes with the following perks and items.
    - Perks
        - Bareheaded
        - It's 40 Below
        - Basic Triage
        - Hold Out
        - No Dead Bodies
        - Burning Bright
    - Items
        - Blowtorch
        - Medical Kit
        - Medical Bag

- **Dr. Kate Llyod (-400 CP) –** Three months ago, radio contact was lost with the Norwegian Outpost, Thule Station. Had a formal investigation been made, it would have been discovered that the sole survivor was in the Antarctic wastes. Hailing from America, Dr. Lloyd was a paleontologist brought in by the Norwegians to study the frozen remains of the first instance of The Thing discovered on Earth. After crippling the ship it came down on, she took the last remaining snowcat and attempted to find safety. Miraculously, you found here still alive and non-infected. She comes with the following perks and items.
    - Perks
        - Bareheaded
        - Where Did You Come From?
        - Forcing Tests
        - Proof of Trust
        - Burning Bright
    - Items

        - Incendiary Grenades
        - Portable Flamethrower

- **R.J. MacReady (-600 CP) –** An American Helicopter Pilot stationed at U.S. Outpost 31. While never found at the outpost, he survived for three months before hijacking a Gen Inc. helicopter. MacReady will come with the following perks and items.
    - Perks
        - Bareheaded
        - Where Did You Come From?
        - Forcing Tests
        - Proof of Trust
        - Burning Bright
    - Items
        - Flares
        - Grenades
        - Flamethrower
        - Militarized Helicopter

- **Cpt. J.F. Blake (-600 CP) –** The commander officer of the Bravo Team sent to investigate Outpost 31. What should have been a simple search and rescue for his team turned into something much more nightmarish than through. However, that did not stop this Arctic Marine from doing his duty and battling the Things that stalked throughout Antarctica. Cpt. Blake comes with the following perks.
    - Perks
        - US Arctic Marine Training
        - Bareheaded
        - It's 40 Below
        - Two Gun Control
        - Squad Management
        - Assimilation Immunity
        - Simple Bypass
        - Simple Repair
        - Keep it Together
        - Tracking Shot
        - Basic Triage
        - Hold Out
    - Items
        - Winterized Uniform and Kit - Captain Variant
        - Flashlight
        - Sniper Rifle

- Inventory Bag

A Thing Follower

- **A Friendly Half-Breed (-200 CP, Exclusive to A Thing) –** This is probably not what you are thinking. Despite how grotesque and otherworldly you may be, you have somehow come into possession of a friendly Malamute Wolfdog. Now, we both know this isn't a Malamute Wolfdog. However, before it was assimilated, this dog was incredibly well-trained and comfortable around humans. As such, it will not act without your expression permission and will choose to remain in its dog form unless exposed as A Thing or if the situation calls for something above and beyond its preferred form. Due to its fiat-backed nature, it will not spread The Thing super-cell unless you command it to.

Drawbacks

- **Comic Continuity (+0 CP) –** There are many stories tied to the universe of The Thing. While the video game is considered to be the canon sequel, there was a series of comics that acted as their own sequel series. With this drawback, you may choose to have one of the two comic continuities to influence the events of this Jump. Please see the Notes section for comic continuity.

- **Early 2000's Graphics (+100 CP) –** The Thing (2002) was a product of its own time. Unfortunately, this means it never had the best graphics, even for that era. For the next ten years, you will see the world with the same graphical fidelity as that 2002 game.

- **Coughing Laugh (+100 CP) –** Occasionally, during your time here, you will hear the sound of a man laughing before descending into a fit of coughs. While you are under no threat, the sound of this coughing laugh is enough to unsettle you and create a sense of paranoia over your surroundings.

- **Your Word Ain't Shit (+200 CP) –** Trust is a major factor in this setting. No two ways about it. There's something about you, Jumper, that is a little suspicious. As such, no one is willing to take you at your word. Now, this is not enough to start blasting on sight, but enough where the only way you can get people to cooperate with you is to earn their trust through individual acts or by giving them a weapon. I don't think I need to warn you of potential danger with this, do I?

- **Fearful Response (+200 CP) –** Fear is a deadly factor in high-stress situations, and like various Things, it spreads quickly. You will find that your various squadmates are prone

to bouts of extreme panic, often taking time to vomit out of fear and disgust or blindly discharge their weapons at enemies or you. In some rare cases, they may even perform the panic-stricken version of a River Dance.

- **Circa 1982 (+400 CP) –** The Thing and The Thing (2002) both take place in 1982. Now, the 1980s would see the revolution of several major fields in technology. However, that isn't something you can benefit from. In fact, you won't be benefitting from any technology that would have been made or developed after 1982. For your troubles, I'll throw in a Chess Wizard PC for you. Be careful, though. The chess wizard cheats.

- **Scattered By The Storm (+400 CP) –** According to Colonel Whitely, a bad storm was moving into the area during the beginning of Cpt. Blake's mission. Your various out-of-jump perks, powers, items, and even the means of accessing your warehouse were lost to you during your insertion into this world. Reduced to your Body Mod and the perks and items from this Jump, can you brave this fearful world?

- **Who Goes There? (+600 CP) –** The Thing (2002) has an unfortunate reputation regarding a particular mechanic. That being the reveal that your squad mates were Things. It was supposed to work with procedural generation. However, this was never implemented due to technical limitations; these reveals were scripted. Well, now that's significantly changed. You will now find the status of all potential squad mates and other humans and animals found in Antarctica randomized. This means that those squad mates you knew for a fact were human may not be, while those squad mates and individuals you knew to be Things are actually who they say they are. Be on guard, Jumper, and prepare to administer multiple tests frequently.

- **The Spreading Cloud (+600 CP) –** The B4 Cloud Virus was a viral agent developed by Gen Inc. from denatured cells taken from various Things. It was supposed to push biomedical science to a new boundary. However, this strain would still fully assimilate its hosts. The Whitley-Thing attempted and failed to take this virus out of Antarctica yet failed. But what if it didn't? From here on out, samples of the virus have already made it to the rest of the world and have begun breaking containment. Soon, this will no longer be a world of humanity but of Things. Can you survive this new hell?

Afterword

Well, it's been ten years, Jumper. I assume that you are still the Jumper who originally took the Jump. Heh, well, regardless of that, you have a final choice to make.

- **Season's Greeting From Outpost 31 –** Despite the horrors present here, something about this world appeals to you, and you decide to make this world your home. Farewell and good luck, Jumper.

- **A Jumper Goes There –** You wish to continue even after all this horror and stress. Well, I won't stop you. It's time to prepare for your next Jump, Jumper.

- **Return to the Mainland –** This was quite the experience for you, right? No, I understand you want to return home. I won't hold this against you. Thank you for agreeing to be a Jumper, and I wish you luck.

Changelog and Notes

- 12/26/2024 – Version .9 Completed
- 12/29/2024 – Version 1.0 Completed
    - Special Thanks to Canas-Dark, Consistent_Cod6493, Hotchi2207, AweStrikerNova, and the Anonymous Users for your input and observations. Some names were not mentioned in this special thanks. I believe those are IRL names, and I do not feel it is right to mention them here. I thank you again, though, for your input and observations.
    - Changes
        - General Grammatical Fixes and Changes
        - Made it so that Jumpers who take "A Thing" origin cannot take Arctic Marine Training or Winterized Uniform and Standard Kit
        - Two Handed Control has been buffed slightly to accommodate ambidexterity.
        - "The Thing From Another World" will now act as an Alt-Form post-jump. In addition, the missing text was completed.
        - Changed the main weapon In "Winterized Uniform and Standard Kit" from an MP5 to an HK53, as despite the in-game versions being the same caliber, the handgun and machinegun cannot share ammo. The HK 53 is the closest firearm in appearance and size to the in-game model.
        - Buffed the Blood Test Hypo to work on anything non-human post-jump.
        - Added a Follower option for the "A Thing" origin.
        - Clarified that only out-of-jump perks and items are lost through the "Scattered Supplies" Drawback. In-universe perks and purchases will be available for you to use.

Known Squad Mates and Locations

- Engineer
    - Burrows – Outpost 31
    - Carter (Engineer) – Thule Station
    - Pace – Norwegian Research Center
    - Collins – Pyron Station Hangar
    - Price – Pyron Sub Facility
    - Dixon – Strata Medical Laboratory
    - Stanmore – Strata Medical Laboratory
    - Lavelle – Strata Medical Laboratory
    - Powell – Transit Hangar
    - Ryan – Gen Inc. Weapons Laboratory
    - Stolls – Gen Inc. Weapons Laboratory
    - Peltola – Gen Inc. Weapons Laboratory

- Soldier
    - North – Outpost 31
    - Cruz – Thule Station
    - Pierce – Thule Station Kennel Area
    - Carter (Soldier) – Strata Medical Laboratory
    - Fisk – Strata Medical Laboratory
    - Guy – Strata Medical Laboratory
    - Austin – Gen Inc. Weapons Laboratory

- Medic
    - Weldon – Outpost 31
    - Williams – Norwegian Research Center
    - Parnevik – Pyron Sub Facility
    - Faraday – Pyron Sub Facility
    - Falchek – Strata Medical Laboratory
    - Temple – Strata Medical Laboratory
    - Reed – Military Airstrip
    - Cohen – Gen Inc. Weapons Laboratory

Known Imitations and Locations

- Engineer
    - Carter (Engineer) – Thule Station
    - Stanmore – Strata Medical Laboratory
    - Ryan – Gen Inc. Weapons Laboratory
- Soldier

    - Cruz – Thule Station
    - Carter (Soldier) – Strata Medical Laboratory
    - Guy – Strata Medical Laboratory
    - Austin – Gen Inc. Weapons Laboratory
    - Iversen – Variable Locations (Norwegian Research Center, Norwegian Medical Center, and Pyron Hangar Station)
- Medic
    - Parnevik – Pyron Sub Facility

Comic Continuity Synopses

- **The Thing From Another World** – MacReady and Childs make it to the Antarctic coastline, where the two are rescued by a whaling ship, the Misaki Maru. Convinced that not all of The Thing was destroyed at Outpost 31, MacReady steals a helicopter and returns to finish the job, only to be stopped by a unit of American soldiers. Several members of this group become infected, and Mac and Childs eventually battle what is known as the Erskine-Thing inside a U.S. Submarine.

- **The Thing: Climate of Fear** – After the seeming destruction of the Erskine-Thing, MacReady is left for dead in the icy waters, only to be rescued by Argentinian forces, with one member coming into contact with an infected seal. MacReady wakes up several days later in an Argentine base and in an extreme state of paranoia. He slaughters most of the base's sheep, missing the one infected subject, which quickly assimilates a soldier. Aware of the threat, paranoia breaks out among the camp, only made worse by the arrival of Childs, who seemed to have survived. It is revealed that most of the base and Childs have been assimilated, and MacReady, Dr. Sabia Viale, and Sgt. Agapito Quintana set out to prevent its further spreading.
    - Sgt. Quintana is an absolute badass, by the way.

- **The Thing: Eternal Vows** – On a small island off the coast of New Zealand, Detective Sgt. Rowan has been assigned to investigate a series of bizarre murders. Meanwhile, Jenny Campbell has spent the evening with her boyfriend Simon Powell, who had been on the now forcefully docked ship, Gettysburg. Sometime after his return, Det. Sgt. Rowan notifies Jenny of Simon's death as she begins to feel strangely ill before assimilating her cat that night. It is revealed that Powell was an offshoot of Erskine that assimilated the real Powell on the Gettysburg ship. MacReady soon arrives and, with Rowan, begins testing the crew, not only revealing the Powell-Thing but also that he had assimilated Jenny. In a panic, the Jenny-Thing attempts to assimilate others as distractions before losing control of the situation and burning the island town down.

Rowan dies, preventing the horde from reaching the ship, and MacReady is forced to sabotage the ship to prevent the Jenny-Thing from escaping further.

- **The Thing: Northman Nightmare** – Taking place hundreds of years before the events of the Thing (1982 and 2011), the Norse warrior Rodmar leads an expedition to a pre-established settlement in Greenland. Wondering where most of the inhabitants are, Rodmar and his men eventually discover The Thing's existence in the form of several mysterious women. After destroying an assimilated survivor, Finn, the other Things flee to their vessel, which is soon destroyed by a livestock stampede. As the survivors plan to survive for the next six months, Rodmar realizes his friend, Hord, has been assimilated after noticing the man's lost hand has regrown.

- **The Thing From Another World: Questionable Research** – In a different continuity, a new research team investigates Outpost 31, and manages to recover what is presumably the remains of the Blair-Thing. While they do successfully freeze it, a small piece breaks off, which, when thawed, assimilates a rat on their ship. This Rat-Thing assimilates a crew member, Arlene, who then builds a similar craft to the Blair-Thing. The research team soon begins to argue before the Arlene-Thing attacks and assimilates another crew member whose attempts at survival draw the other staff members, resulting in another fatality. The remaining scientists attempt to flee before one, Marion, is assimilated into the Arlene-Thing. The remaining scientist destroys it through a canister of liquid NO2. Leaving the room, he encounters his wife, Barbara, and after testing her, discovers she has been assimilated. In his attempt to destroy the Barbara-Thing, the ship burns, and in his last moments in the icy water, he sees a seagull with red eyes before it flies away.